DRUUNA
Morbus Gravis

Riccardo Cangini

You're advised to read the Morbus Gravis manual carefully before you set off on the adventure. It might just make all the difference...

CONTENTS

INTRODUCTION

Welcome to the amazing world of Druuna, a sexy heroine condemned to a permanent comatose state, waiting to be freed from her virtual prison. Get ready to travel to a world populated by fantastic creatures; victims of a dreadful virus that turns them into bloodthirsty monsters. Only a computer, the "Brainholder", connected directly to Druuna's brain, can help you save our heroine by reliving the events that have brought her to this dreadful state. You'll have to step into the labyrinth of her mind, travel

DRUUNA
Morbus Gravis

through her memories and try to survive the nightmares and traps you encounter along that difficult path....

This project, which began in 1998, aimed to create a second-generation adventure game using a typically European graphic and narrative style. It all grew up around Druuna, a character from the famous series of graphic novels originally created by Paolo Eleuteri Serpieri in 1985. Druuna is very much a female heroine, the opposite of the traditional male hero: her fragility and apparent naivety are the only "weapons" she has to fight the dangers she encounters. Druuna lives in a decaying city reminiscent of William Gibson's and Philip K. Dick's cyberpunk culture. A terrible plague has spread among the population, transforming its human victims into bloodthirsty mutants. The police, under the orders of mystical-religious castes that govern the city, are trying to put a stop to the violence by distributing a serum which temporarily slows the advance of the disease among the healthy population. Schastar, Druuna's companion, is in the advanced stages of the disease and our heroine sets out on her adventure in a desperate search for the serum which could relieve her boyfriend's awful suffering. The search leads her to see the world around her in a new light influenced by a series of encounters with nightmarish and exotic characters. Gradually, almost unawares, and despite herself, Druuna comes to a startling realisation.

FROM DOC'S NOTES, ON THE CEREBRAL RECONSTRUCTION WORK...

"...from the fragments of memory we have pieced together, I have deduced that the world of Druuna is a dangerous, disturbing place, where the strongest and the most cunning always win out. Here is a labyrinthine city divided into a number of sectors on different levels.

In a climate of distrust and fear, barter is the only way of getting the necessities of life... In this trade, mechanical components are always wanted, as they are useful for making equipment of various kinds. The fact that metal items are

getting rarer and rarer has made them particularly valuable.

The population of the city shares one common fear: the terror of Morbus Gravis, also known as the PLAGUE;

A mysterious but evil virus, with no known cure, that transforms its victims into terrifying bloodthirsty monsters.
... I can't say how it is contracted...but it seems that the first symptoms are increased aggressiveness and sex drive. At the first mutation, the skin becomes thin and hyper-sensitive and is increasingly covered with scratches, eruptions, bruises and wounds. The next stage is transformation of the extremities, normally the arms, into a mass of purulent flesh with tentacle-like protrusions of various sizes.

Within a few weeks the unfortunate victim will have mutated completely. What appears before our eyes is then a huge mass of deformed, pulsating muscles dripping with liquids of various kinds, liquids that are similar to gastric acids but ten times more corrosive.

...at various stages in the mutation, the infected person literally loses control, until he becomes something like a wild animal roaming in search of prey.

Once the mutation is complete, this 'being' hides in dark places awaiting a victim, which he quickly grabs with his tentacles and slowly devours, or encloses in mucous and clotted blood to eat later on.

...some victims mutate into animal-like forms, while others take on the shape of giant spider-like creatures...

The city has a sector that is somewhat inaccurately referred to as the "Medical Compound", also known as the TEST ZONE, where the inhabitants are forced to meet periodically to undergo tests on their health and to receive their monthly dose of SERUM.

Serum is, at present, the only known weapon against Morbus Gravis. Created in a laboratory, it is the result of ongoing analysis of victims who have been captured.

But the serum will only slow down the disease, it's not a cure: it helps the immune system defend the body against the less serious forms of the plague and, if administered to a victim (even in the advanced stages of the disease) in massive doses, it will temporarily restore him/her to a normal biological state.

The serum effect lasts up to 80 minutes, after which the mutations begin again, causing the victims even more suffering, so they often cannot bear the shock and completely lose control.

In the Test Zone, people who have been found biologically pure are given a certificate, which lasts for 31 days and which must be shown at monthly check-ups.

... there is a type of police force which patrols the city streets, with uniformed, armed soldiers. I don't understand how their organization works, or how the men in the force are chosen but I suspect it may even be the result of cloning...

Another presence that I cannot explain (based of the small amount of information gathered from the Brainholder) is that of the Priests: extremely powerful beings whom everyone is afraid of. They stalk the city wearing hoods and tunics... Druuna knows little about these mysterious figures and remembers even less ..."

Now it's up to you...

You'll find yourself facing the Brainholder, and you'll have to bring Druuna back to life, reminding her of past memories the secrets she has sealed in her numbed mind.

From the Project Journal

Day 21°
"...I stopped asking myself how I got here some time ago ... My medical and scientific knowledge has allowed me to examine the still unconscious patient and I've discovered that something terrible has reduced her to this state; an unbearable revelation that shattered her mind like a crystal glass ..."

Day 24
"...time goes by, I'm working very hard. The girl continues to lie in what we might call a 'cold slumber'. I don't know the cause of it, but I have just begun to search. Her mind is full of dramatic memories. Good news, the Brainholder has now been perfected, perhaps I will manage to find out something more ..."

Day 26°
"...The Brainholder, hooked up directly to Druuna, it's working ! It allows her to relive her past. But the fragments of memory are not yet enough to give a picture. And the memory reconstruction sessions must be short, or she might die ..."

Day 31°
"...I find myself watching her body, so pure, her face, her lips as they momentarily quiver. I'm so afraid of hurting her... her mind is revealing dramatic, curious episodes... there is very little information as of yet ..."

Day 33°
"...it's terrible, something horrible is hidden in her mind, it sometimes comes up to the surface like a shadow, a foreboding of death ... I don't understand... I'm tired, the sessions wear me out..."

Day 35°
"...the more time passes, the more I feel my efforts are in vain... I'm still groping about in the dark."

Day 36°
"...I'm having a harder and harder time keeping her vital functions at a safe level. The machine switches off at times of maximum emotional activity... my body is beginning to give way under the effort... I'm afraid I may have to abandon the project soon... there's so much responsibility: Druuna's physical and mental health is at stake."

SYSTEM REQUIREMENTS

minimum:

PC with Pentium MMX 400 MHz or higher processor
64 MB RAM
Accelerated 16 MB 3D video card
Soundblaster compatible sound card
500 MB free hard disk space
CD-ROM 40x drive
Standard keyboard

Recommended:

600 MHz or higher processor
128 MB RAM
Accelerated 32 MB 3D video card
CD-ROM 52x drive
Soundblaster compatible stereo sound card
Standard keyboard

Operating system: (WIN95), WIN 98, WIN ME, WIN 2000.
DirectX: the programme is compatible with releases 6.0 through 8.0.

WARNING:
Realtime shadows are only available on sufficiently advanced 3D graphic cards: with 8 or more stencil buffer bits.

Pressing alt+tab may cause problems with some graphics cards in the Windows 2000 environment!

Installation

With Autoplay:

Turn on the computer and wait for Windows to start. Insert the first Druuna CD-ROM in the CD drive and wait for Autoplay to start.

The start screen

The start screen appears whenever the Morbus Gravis CD is inserted and allows you to choose from the following options:

- Minimum Installation: enables you to install Morbus Gravis on your computer taking up only 400 MB hard disk space.

- Complete Installation: enables you to install Morbus Gravis on your computer taking up about 2.9 GB of hard disk space.

- Uninstall: enables you to uninstall Morbus Gravis.

- Play: enables you to play Morbus Gravis.

- Exit: returns you to Windows.

Without Autoplay:

Turn on the computer and wait for Windows to start. Click on the My Computer icon and then on the icon corresponding to your CD drive; then click on "setup.exe" to start the installation process, following the instructions as they appear on the screen.

You can play as soon as you have completed the installation process.

IMPORTANT NOTE:
if you install Druuna without the Autoplay function on, when you are asked to insert the next CD-ROM, press ENTER to proceed with the installation process.

DRUUNA
Morbus Gravis

uninstalling Druuna Morbus Gravis

Once you have installed the game, if the Autoplay function is on, each time you insert the first CD a menu will appear in which you can select the item "Uninstall".

If this does not happen do the following:

1. Open the Control panel (click on START in the applications bar, then select SETTINGS and, CONTROL PANEL).
2. Double click on the icon ADD/REMOVE PROGRAMS.
3. Locate the item Morbus Gravis from the list in the lower section of the window.
4. Click on the ADD/REMOVE button and follow all on-screen instructions.

how to start

The installation process creates a Morbus Gravis icon on your desktop. Double-click on it and, after a moment, you will see a screen displaying the title screen logo.

Press SPACE BAR to launch the intro movie.

on-screen interface

When the game starts you will find yourself looking at a type of monitor, which you can use to interact with The 'Brainholder' and to make key choices.
Be careful when choosing what to do in the game! Every decision you make from this point on will be of vital importance to saving Druuna's life; only you and the Brainholder can save her.

DRUUNA
Morbus Gravis

Uniquely this game asks the player to be themselves, not a pre-existing character. You will not impersonate Druuna, though you will be able to relive her memories and use the Brainholder to try to modify them to save her from a tragic fate. But be very careful: she is in a very perilous state and poor use of the Brainholder could be fatal to her. Druuna's life is in your hands.

At the end of the movie you will find yourself at the controls of the Brainholder (the computer which Druuna is hooked up to). It consists of five monitors, with which you may interact using the arrow keys.

Press ENTER to access each of the monitors individually.

Now choose the item "cerebral cortex".

The Brainholder will launch the programme permitting direct connection with Druuna's brain.

You'll navigate among folds of grey matter, using the right arrow to move from one memory area to another and the down arrow to directly access memories enclosed in them. The Brainholder will show you which areas are active, which are partially active, and which are inactive.

Once you have moved down into the area you intend to visit, there are three possible modes of play:

1) Real time, where you can interact with Druuna directly using the arrow keys
2) Full motion video (FMV), interactive or not, showing you one of Druuna's memories
3) Reminiscences: alterations to true memories because of a recurrent nightmare in which she catches the plague.

The movie segments are Druuna's memories appearing on the Brainholder monitor. Interactive segments are preceded by a brief sound signal, and an orange interference signal appears on one side of the screen. At that point you can intervene. You must use the arrow key suggested by the position of the interference (for example: the right arrow if the interference appears along the right side of the screen) to prevent the memory from taking a dramatic turn. This would result in a temporary interruption to the navigation by the Brainholder. If the nervous system or cognitive skills values get too high, the system will disconnect. You must take action to get out of the nightmare during reminiscences or Druuna's vital functions will be profoundly altered. You must monitor Druuna's vital functions while navigating or reconstructing memories.

Press B at any time (except during FMV segments) to return to the Brainholder screen temporarily. Here you will be able to:
- Save or load a play session (game)
- Check Druuna's STATUS
- Exit the connection and go back to the main monitors
- "DISCONNECT" or terminate the reconstruction work session (exit the game).

Press M during real time play to return to the memory entry point you were previously viewing.

The status screen displays Druuna's vital values:
- Nervous tension
- Cognitive restructuring effort
- Cardiac activity

Nervous tension rises as the connection progresses and whenever Druuna's cardiac activity is high.

Cognitive effort increases as the duration of the connection increases (the longer you stay connected to the cerebral cortex, the more Druuna's cognitive restructuring effort increases) and corresponds with switches from one memory to another (the more you move about among memories, the more stress you cause Druuna).

Cardiac activity increases in hazardous or stressful situations (in the vicinity of monsters, imminent danger, obstacles to be avoided, etc.), whenever you can't get out of Druuna's reminiscences, and whenever Druuna runs.

The 'Normaliser' allows you to reset cognitive effort and cardiac activity values while increasing nervous system tension as a result. Think carefully before you make this choice, and only when necessary, because if tension reaches a maximum limit the Brainholder will automatically disconnect the user.

As you guide Druuna through her memories you will need to collect objects, which she will keep in the small pack she has with her.

You can use the **I key** to view the contents of the bag, the right/left arrow keys to scroll through objects, or the ENTER key to examine them. You must choose objects that could be of use to you later. The objects in the inventory will be used automatically; you don't have to decide, when, how or with whom to use a given object, but Druuna automatically uses them when the circumstances require it, or the action will take a different course. Even objects that have to be assembled will be put together automatically when all the pieces required are in the pack.

The first terminal on the left is for the entry of play codes.

The second terminal allows you to access the options menu:

Joystick Icon
Allows you to decide whether to control Druuna through the keyboard or the joypad/joystick; check that you have correctly connected and installed the necessary drivers.

Shadow icon

Allows you to choose whether or not to display Druuna's shadow in real time; this option is available only if your system meets the necessary requirements.

Volume icon

Allows you to adjust audio volume during play.

The terminal on the far right displays a video recording with a number of items of useful information about Druuna's story.

The middle terminal may be used to access the following options:

BACK:

Go back to the four terminals.

If you select CONNECTION, you will access a screen containing:

STATUS:

Displays parameters on Druuna's brain function; the more frequent the impulses, the greater the mental effort to which you are subjecting her.

CEREBRAL CORTEX

Permits access to Druuna's "memories". Use the right and left arrow keys and the down arrow key to 'enter' her memories.

SAVE:

Allows you to access the save menu. To save a game during play, use the arrow keys to move to the corresponding slot, then press ENTER and the game will be saved.

LOAD:

Allows you to access the load menu. To load a game saved earlier, use the arrow keys

to move to the corresponding slot, then press ENTER and the game will be loaded.

DISCONNECT:

Allows you to abandon the current game and start a new one.

BACK:

Return to the game.

The terminal on the right contains the last record entered by Doc, the only one in your possession.

The small terminal at the top is the acknowledgements terminal.

CONTROLLING THE GAME

The game supports a joypad and a joystick but does not allow use of a mouse.

To control Druuna during play

Up Arrow:	Forward
Down Arrow:	Back
Left Arrow:	Turn 30 degrees to the left
Right Arrow:	Turn 30 degrees to the right

7 on the number pad or space bar plus left arrow:
Turn 90 degrees to the left
9 on the number pad or space bar plus right arrow:
Turn 90 degrees to the right

Up arrow + space bar: Run

DRUUNA

Z:	Short Jump
Space bar + Z:	Long Jump
X:	Small Step
Enter + down arrow:	Add an object to the inventory
Enter + up arrow:	Pick up an object
C:	Bend down
I:	Inventory
ESC:	Exit the game
P:	Pause
TAB:	Skip movie
B:	Return to the Brainholder
M:	Return to the cerebral cortex

In the Inventory

Left and right arrow:	Scroll through objects
Enter:	Examine an object
Space bar:	Exit the inventory

Joypad Keys

Key 0 = confirm, like the space bar on the keyboard.
Key 1 = jump, like Z on the keyboard.
Key 2 = small step, like X on the keyboard.
Key 3 = bend down, like C on the keyboard.

DRUUNA

The following alternative keys are also available:

1:	jump
2:	small step
3:	bend down
0 (zero):	Brainholder
Back:	map (cerebral cortex)
8:	inventory
9:	pause

All keys (except arrow keys for movement) are also available on the joystick.

CHARACTER DESCRIPTIONS

Druuna
The heroine of the adventure. Extremely sensual, a true feminine heroine, the antithesis of a male hero: her fragility and apparent naivety are the only "weapons" at her disposal to fight the dangers she will encounter.

Doc
The doctor who has left you the task of continuing his research. He has attempted to probe Druuna's memories; and it may have been him who first found her in her comatose state.

Schastar
Is, or perhaps was, Druuna's boyfriend; he is now in the terminal stages of the illness that is consuming him and which will make him into a monstrous creature like all the other unfortunate victims of that terrible virus.

Dwarf
A bizarre inhabitant of the underground sectors of the city. For some reason he seems to want to help Druuna.

Mutant
A dear friend of Schastar; something precious has been left in his keeping.

Organ Hunter
A true psychopath; a bit like Dr. Frankenstein, he wants to recreate a pure, perfect human race, free from any form of virus.

Abrham
The designer of Area 50, the 'corridor' to the Upper City. The few in the know believe him dead, and that may be a good thing, because someone or something wants that place to remain inaccessible.

Bishop Vokir
A type of new prophet who has become addicted to a special drug, he has moments of lucidity only under the effect of the drug JJ180. Unfortunately, Druuna will also be needing his help.

Aristotle, Plato, Socrates
Three bizarre little robots who watch over Vokir.

Jetta
A friendly mutant, a crafty businessman who collects and trades apparently worthless knick-knacks and scrap metal.

Lewis
An entity in close link with the computer at the Delta base in the Upper City; the only one who knows The Truth.

Guards
Paramilitary guards serving the Priests; they maintain order and suppress anyone affected by the lethal virus. They require the inhabitants to submit to periodic health check-ups, and they control and distribute the serum acts as an antidote to the virus...

Priests
Obscure figures wrapped in mystery, belonging to a religious order; very powerful and capable of destroying a man's will with a single glance.

Jok
A non-commissioned officer who has a weak spot for Druuna and is ready to help her at any time, though he constantly suspects she is lying to him.

hints and advice

Save as little as possible, for every time you save, Druuna is subjected to a mental effort which could cause her death, and you will have to start all over again ... so save sparingly.

Become familiar with your character; sometimes what seems impossible can be done very easily.

Collect and examine as many objects as you can, especially metal objects, which are the only 'coin of realm' in that strange world you find yourself in.

Learn to use the Brainholder: it's the only way of preserving Druuna's vital functions, and controls the number of 'saves' you can still do before reaching the limit.

Technical Support

E-mail : support@microids.com
Microids Distribution Inc
87 Prince Street, suite 140
Montreal (Quebec) Canada
H3C 2M7

TROUBLESHOOTING

If you encounter problems in installation, it is important to UNINSTALL Morbus Gravis before attempting to solve them.

Hardware Problems

Morbus Gravis is a game developed specifically for Windows: this means that it makes optimum use of the new Windows software and drivers to communicate with computer hardware. If a device is missing or incorrectly configured, you may encounter problems playing the game.

Follow this procedure to make sure that all hardware devices are present and are working correctly:
1. Click on the START button.
2. Select SETTINGS and then CONTROL PANEL.
3. Double click on the System icon in the Control panel window.
4. In the Properties window, click on DEVICE MANAGER.
5. On this page you will find a list of all peripheral devices connected to your computer (CD-ROM drive, keyboard, etc.). To check the brand or name of a device, click on the small cross to the left of it.
6. Click on the peripheral device you wish to check and then click on PROPERTIES.
7. Check the DEVICE STATUS section: if the device is configured correctly, you should see the words "The peripheral device is functioning properly". If this is not the case, you will need to reconfigure the peripheral device: check the instruction manual and/or contact your reseller to find out how to proceed.

If you encounter problems with the video card, try disabling the anti-aliasing option or special technical features which could interfere with proper viewing of the game.

If you still have problems with the display or cannot see anything, remember that updated audio and video drivers can be downloaded from the internet, which will solve most problems. If you have no internet access or drivers are not available for your card, contact the manufacturer, the distributor, or Microsoft.

Before calling technical support

Microids gets many calls each day and will be able to help you more effectively if you can provide the following information when you call:

The manufacturer and type of your computer and its processor speed.

The amount of RAM in your system.

The operating system and version you use.

The brand and model of video and sound card.

DRUUNA
Morbus Gravis

Conceived and directed by
Riccardo Cangini

Executive producers
Artematica

Original screenplay
Paolo Eleuteri Serpieri

Artistic direction
Daniele Montella

Game Design
Riccardo Cangini

Programming
Natale Fietta

Adaptation of screenplay
Daniele Montella
Riccardo Cangini

Additional game design
Massimo Casagrande
Daniele Montella
Roberto Occhiuzzo

Supervision
Paolo Eleuteri Serpieri

Direction
Daniele Montella

Storyboard and layout
Daniele Montella

Direction of visual and special effects
Alessandro Nardini

Supervision of direction
Paolo Eleuteri Serpieri

Player code
Mario Bruscella

Dialogue
Massimo Casagrande
Daniele Montella
Riccardo De Vecchi

3D engine code (PEGASO)
Natale Fietta

SEA (Script Engine Artematica) programming
Luigi Cella
Natale Fietta

Programming assistance
Giorgio Rey
Natale Fietta

Graphics coordination
Daniele Montella
Riccardo Cangini

Main 3D modelling
Alessandro Nardini
Alberto Pizzetti
Nicola Cresci
Cristiano Alpi
Daniele Baruzzi
Daniele Montella

Additional modelling
Massimo Casagrande
Salvo Severino
Franco Dossena
Marco Bonandin
Fabio Corica
Roberto Occhiuzzo

3D animations
Daniele Montella
Alessandro Nardini
Alberto Pizzetti
Massimo Casagrande
Nicola Cresci

Additional animation
Daniele Baruzzi
Francesco Change

Real Time environments
Roberto Occhiuzzo
Animazioni Real Time
Massimo Casagrande
Alberto Pizzetti
Roberto Occhiuzzo

2D graphics
Daniele Montella
Alberto Pizzetti
Francesco Change
Massimo Casagrande

Real Time associations
Roberto Occhiuzzo
Giorgio Rey

Video editing
Massimo Casagrande

Additional layout
Giovanni Talami
Alberto Pizzetti

Music
Andrea Vialardi

Sound design and sound effects
Paolo Piccardo
Enrico Razzetti
Giorgio Rey
Rolando Alberti